

Application No. 09/881,785
Submission Under 37 C.F.R. § 1.114(c) August 24, 2005

AMENDMENTS TO THE CLAIMS

1-21. (canceled)

22. (new) A system, comprising:

a videoconferencing unit that creates data in a format appropriate for a real time transport protocol; and

a processor that receives the data and reassembles the data into a standard media format appropriate for computer systems, wherein the reassembling comprising:

determining whether a frame of the data contains audio or video data;

buffering audio data when a frame of the data contains audio data;

buffering video data when a frame of the data contains video data;

reassembling the buffered audio data into a standard media format appropriate for computer systems; and

determining whether the reassembled data should include the buffered video data, wherein the buffered video data are incorporated into the reassembled data if it is determined that the buffered video data should be included, or an empty video frame is incorporated into the reassembled data if it is determined that the buffered video data should not be included.

23. (new) The system of claim 22, wherein the standard media format is selected from the group consisting of audio video interleave (AVI), QuickTime movie (MOV), RealMedia (RM), MPEG, and audio layer 3 (MP3).

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24. (new) A processor, comprising:

an input for receiving videoconferencing data in a format appropriate for a real time transport protocol; and

an output for delivering data reassembled into a standard media format appropriate for computer systems, wherein the reassembling comprising:

determining whether a frame of the received data contains audio or video data;

buffering audio data when a frame of the received data contains audio data;

buffering video data when a frame of the received data contains video data;

reassembling the buffered audio data into a standard media format appropriate for computer systems; and

determining whether the reassembled data should include the buffered video data, wherein the buffered video data are incorporated into the reassembled data if it is determined that the buffered video data should be included, or an empty video frame is incorporated into the reassembled data if it is determined that the buffered video data should not be included.

25. (new) The processor of claim 24, wherein the standard media format is selected from the group consisting of audio video interleave (AVI), QuickTime movie (MOV), RealMedia (RM), MPEG, and audio layer 3 (MP3).

26. (new) A method of reassembling data into a standard media format appropriate for computer systems, comprising:

receiving data in a format appropriate for a real time transport protocol;

determining whether a frame of the data contains audio or video data;

buffering audio data when a frame of the data contains audio data;

buffering video data when a frame of the data contains video data;

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reassembling the buffered audio data into a standard media format appropriate for computer systems; and
determining whether the reassembled data should include the buffered video data, wherein the buffered video data are incorporated into the reassembled data if it is determined that the buffered video data should be included, or an empty video frame is incorporated into the reassembled data if it is determined that the buffered video data should not be included.

27. (new) The method of claim 26, wherein the received data or the reassembled data are compressed.
28. (new) The method of claim 26, further comprising storing the reassembled data on a server.
29. (new) The method of claim 28, further comprising creating an e-mail that includes a hyperlink to the reassembled data stored on the server.
30. (new) The method of claim 26, further comprising creating an e-mail that includes the reassembled data as an attachment.
31. (new) The method of claim 26, wherein the data received in a format appropriate for a real time transport protocol is generated in response to a failed attempt at a videoconference.
32. (new) The method of claim 246, wherein the standard media format is selected from the group consisting of audio video interleave (AVI), QuickTime movie (MOV), RealMedia (RM), MPEG, and audio layer 3 (MP3).